

ABSTRACT

A multimedia apparatus is described comprising: a mass storage device to store uncompressed and compressed multimedia content; and compression logic executed by a processor, the compression logic configured to store

5 uncompressed multimedia content in an interim multimedia buffer on the mass storage device, compress the uncompressed multimedia content as a background task to generate compressed multimedia content, and store the compressed multimedia content in long term multimedia buffer on the mass storage device.

Also described is a computer-implemented method for decreasing the cost
10 of a multimedia storage device comprising: storing multimedia content in an interim multimedia buffer on a mass storage device before compressing the multimedia content; compressing the multimedia content as a background task to generate compressed multimedia content responsive to a user request to record the multimedia content; and storing the compressed multimedia content
15 in long term multimedia buffer on the mass storage device.

Also described is a method implemented on a multimedia storage apparatus comprising: storing digital multimedia content in an interim storage buffer at a first compression ratio, the first compression ratio being the ratio at which the digital multimedia content was transmitted by a multimedia content
20 broadcaster; decompressing the multimedia content; recompressing the multimedia content at a second compression ratio specified by a user, the second

compression ratio being higher than the first compression ratio; and storing the recompressed multimedia content in a long term storage buffer.

Also described is a method implemented on a multimedia storage apparatus comprising: storing digital multimedia content in an interim storage buffer at a first compression type, the first compression type being the type at which the digital multimedia content was transmitted by a multimedia content broadcaster; decompressing the multimedia content; recompressing the multimedia content using a second compression type specified by a user to create recompressed multimedia content; and storing the recompressed multimedia content in a long term storage buffer.